



THE KNIVES  
OF THE FANGMASTER'S  
"OTHER TABLE"

NUMBER 93

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## ABOUT THE COVER:

## THE KNIVES OF THE FANGMASTER'S OTHER TABLE

by Michael "Smacko" McMillie

A few months back, the Fangmaster put out a request for original cartoons/drawings to grace the pages of his multicolored 'zine. Like any true Diplomacy nut, I tried my hand at it. And, like any true Diplomacy nut, I didn't come up with much. But after visiting Don, and playing in a face-to-face game with him, inspiration struck.

As usually happens in face-to-face games people start talking about "getting stabbed." But little do they know about the knives the experts use (for few have really seen them). In this game, I caught a glimpse of one being used by Don (I think it was an English one against Germany). After I saw the old "thrust in the back", I followed him to his kitchen where I saw the collection of blades you see on the cover. I have taken the liberty of writing a few comments concerning these.

AUSTRIA: Here we have a short blade for quick thrusts across the borders. The jabs may not always be fatal, but they are painful. There is another interesting feature of this knife, the guard! Here we see that the Austrian who stabs is usually protected i.e. F Tri-Ven, a well protected stab.

ENGLAND: This is an example of that long, far reaching stabbing ability of the English. The long curved blade is usually used well in long sweeping strokes to the spine (i.e. F Nwy-StP(nc) or F Eng-Bre), but can be used for a quick thrust to the ribs (F Nth-Hol). Here also, we have a well guarded handle that shows the ability of England to make a stab without getting hurt badly should his edge be dulled.

FRANCE: This is that old sneaky one which you never see coming until it is too late. The French are noted for this (like A Bur-Mun, when A Bur-Bel was expected). Here though, we see the partially exposed grip for the first time. This, though it allows for the unseen stab, can also be the downfall of France, if his blade is bent back at him.

GERMANY: Here again we have the short blade that is used for a quick thrust. Like Austria's stab, it may not be fatal, but will hurt (example F Den-Swe to bounce the Russians in F '01). Here also we have a well guarded grip, but this type of handhold causes it to be difficult to wield. One final note is the direction it points. Look out, France, it points West!

ITALY: Like England's knife, the Italians have a well protected handle that has an edge that will usually show itself before being used (except for Ven-Tri). And like a machete, even though you see it, it will be a blow that if not fatal, will do damage (like A Ven-Tyo, A Rom-Ven in Spring '01).

RUSSIA: This is the only other knife that has only a partially protected grip. The blade, like the Russian stab, is long, but sharp! It is also a knife than can be twisted to be more painful (e.g. War-Gal and Gal-Bud). Its downfall comes from its unguarded side that allows other enemies to intercept and break the stab.

TURKEY: Here is one big, sharp, double-edge blade! (Yes, no Trac II for the daring Turk!) When the Turk comes to dinner, he comes prepared with a knife that has force. This little jewel has many things that are desirable: sharpness, twistability, and protection (look at F Ank-Blk, A Smy-Arm in Spring '01). But, unfortunately, it is usually easy to see coming (like a buildup of fleets from Smyrna).

Well, there it is. Now don't say you weren't warned about the silverware at 16 Jordan Court in Sacramento. If you see one of these coming at you, I advise you to move. If not, you had better "Check Six" (that's Fighter-Pilot for "looking behind you").

*[In addition to doing this month's cover, I'm also indebted to Smacko for helping get CLAW & FANG out these past two months.]*

## THE DROPOUT PROBLEM REVISITED

by Konrad Vaumeister

Last issue, Paul Funkenbusch wrote an article on the the three ways of replacing a player that dropped out of a game. For the record, his three options were:

"1) Don't replace the player who drops, simply let the country go into permanent C.D.

"2) Have the player who is leaving appoint a successor.

"3) have ... the GM appoint a replacement."

Paul based his arguments on a few premises which I would now like to position against a wall to take a few potshots at.

First, we are dealing with a player that is dropping the game, not resigning. Hence, the position given up will, more often than not, be bad. To have someone take over a small power in a hopeless position is often not "fun" for the unlucky standby--and that is supposed to be the object of the game. To allow those three out-of-position units to just sit an gather moss in Civil Disorder would be just as good. The only disadvantage to this easy-way-out (for the GM) would be that the powers adjacent to the dropping country would gain more from the new situation than would some power on the other side of the board.

The rationale being applied here is that, most of the time, a player will "drop" only if he is in a bad position--if you can't win, to hell with it, right? If a player is in a decent position, he will rarely lose sight of it for two consecutive turns. Nobody will lose interest in a winning position. If faced with a situation that forces a reduction in the player's game load, then that player will normally courteously resign, and not drop. For a resignation, a player should be found to take over the vacated position. But resignations are not the subject of this article, dropouts are.

Paul bases part of his discussion on actual history: "... remembering that Diplomacy moves are 6 months long, it seems that, historically someone will almost always have firm control by the end of the season." Well, to tell the truth (uncommon for a Diplomacy article), Diplomacy is not a very historical game at all. In 1900 the Ottoman Empire was much more powerful in the Balkans, Norway and Sweden were politically linked, all sorts of little countries were there that are missing on the map etc. I also find it very hard to believe that it would take any army group an entire half year to take control of Clyde or Albania, or other such spaces. Even given determined partisan actions in such occupied areas, which was not the case until World War II, no space on the board (except for those large Russian provinces) should take more than two or three months to take and secure. The same goes for sea spaces. Even Neanderthals riding logs didn't need an entire year to sail from Kiel to the North Sea! So you see, Diplomacy isn't very historical, as games go. (If you want to play a "realistic" game, try those of SPI or GDW.) So why should the method of replacing a dropout be historical?

Second, as I mentioned above, the dropping player has lost interest in the game. If he doesn't give a damn about said game, he won't even consider finding somebody else to take over the position. Only players that resign from their positions (i.e. are still interested, but can't keep up with it for any number of reasons) provide the courtesy of a replacement. The disadvantages to this system are blatantly obvious: the new player will either a) just follow General Orders given him by the original player, or b) suicide against the rest of the board for lack of anything else to do. And how many people do you know that enjoy suiciding (assuming you don't want to restrict their game by telling them what to do)? I know but two, myself: my youngest brother and Jim Diehl.

Thirdly, when a GM assigns a standby to that lousy position, there is always the good chance that cross-game grudges can develop. For instance, there is a player that is in about half of the games I am playing in. After a while, you get tired of the same people, and the wearier you get of them, the more you will encounter them (a scientifically proven fact of life).

Lastly, I wish Mark Berch the best of luck in compiling a reply to this reply article. Look forward to his article next month.

[This is the first I have heard about it. Is this true Mark?]

(More comments overleaf)

## MORE OPINIONS ON THE DROPout PROBLEM

ROBERTSTIMMEL: The dropout problem is even worse in variants, such as Colonia, because of difficulty of finding replacements.

In my 15-player game I'm thinking of using a new rule. If a country NMRs, other players may submit orders for it. Then, if there is a second consecutive NMR--as in Diplomacy, the PLAYER WILL BE REPLACED. But if he held an important country then another player will, presumably, have submitted a set of orders and will play the position. If there are more than 2 sets of orders, the formerly strongest player will be given preference. This rule should keep strong countries from CD--as often happens in variants.

This rule will enable players to move up to stronger positions and leave weak countries in CD.

If possible, a "Special Standby" would be used. He isn't counted as a player but sends in orders for countries in CD. He may send in orders for several countries which are in CD. Any country would leave CD if a replacement is ever found.

Concerning your 3 proposals in CLAW & FANG--#1 is by far the worst. Even a one-unit CD can be critical.

I have no objection to #2 though usually the dropout wouldn't supply a replacement. #3 might be best if there is a large pool of standbys. Otherwise, #2 should be used and standbys saved for other positions later.

WILLIAM YOUNG: I prefer that the player who is leaving appoint his successor. Any alternative results in a couple NMRs before the GM knows the position is being dropped. NMRs are the bane of postal Diplomacy. Also, we should try to ease the workload of the GMs as much as possible. The GM should not be required to beat the bushes to find replacement players.

DAVID AND DANIEL LOWENSTERN: We feel that the gamemaster should appoint a replacement. It does not make logical sense any other way. A new head of state may well have different ideas than the old one, especially if it is not a relative to the old one.

MENSA 7:

1977CY

GM:FM SPRING 1906: SEA NO LONGER SAFE FOR FRENCH FLEETS

AUSTRIA Reges (9): F Naf\* S ITA F WMed-MAO, A Vie-Boh\*, A Bud-Gal\*, A Tyo\* S A Mun, A Ukr\* S A Gal-War\*, A Mun\* S ITA A Pru-Ber NSO, A Tri\* H, A Sev\* H

ENGLAND Compton (5): F Eng\* S F Lvp-Iri\*, F Nwy\* S F Den\*-Swe, F Bar-StP(nc)\*

FRANCE Funkenbusch (6): F Iri C A Gas-Wal, /d/ R(Wal,NAO,OTB)\*, A Par-Bur\*, F MAO C A Gas-Wal /d/ R(Spa(nc),Spa(sc),NAO,Por,OTB)\*, A Bre\* H, A Bur-Bel\*, A Gas\*-Wal

GERMANY Straten (3): F Bal\* C ITA A Pru-Swe, A Kie\* S A Swe\*-Den

ITALY Bassett (9): F Ion-Tun\*, F Acg\* H, F Lyo-WMed\*, F WMed-MAO\*, A Pie\* S A Ven,

RUSSIA Reynolds (2): F Nth\*-Den, A Mos\*-War, A Sil-Ber\*, A Ank-Smy\*, A Pru\*-Swe

A Ven\* S A Pie

FALL 1906 is due at my Los Angeles address on September 7.

None of the votes asked for last season carried (although the one for the Fangmaster's sanity hearing was close). All have been repproposed.

LONDON TIMES: The most popular novel of the month is "Death to the French".

REPORTED FROM MOSCOW: The tsar is MAD. You will have to supply your own definition.

CODEWORD TO ALL CONCERNED: "PIZZA".

MENSA 9

After trying to fill MENSA 9 for 6 months, I must now take steps to get the game underway. (I'm afraid some of the players may grow senile waiting.) There are 2 slots left open. These will be filled by the first two people who contact me with the \$3.00 game fee and their assurance they could qualify for Mensa if they chose to join. (The upper 2% of the IQ population.) I'm sure most of my readers could qualify.

## THE DIPLOMAT'S OTHER TABLE

## Recipes From Mama Baumeister's Kitchen

by Konrad Baumeister

Here's a couple of recipes for an average, run-of-the-mill dinner, with Spinach Salad and a Cheese Souffle.

## Cheese Souffle

## Ingredients:

4 tablespoons butter	1 1/2 cups milk
3 tablespoons flour	2 cups grated Cheddar cheese
1 teaspoon salt	5 egg yolks
1/2 teaspoon dry mustard	2 tablespoons cognac
dash cayenne pepper	5 egg whites

Preheat oven to 375°.

Melt the butter in a saucepan; blend in the flour, salt, mustard, and cayenne pepper. Gradually add the milk, stirring steadily to the boiling point. Cook over low heat for 5 minutes. Stir in the cheese until melted. Beat the egg yolks in a bowl; gradually add the cheese mixture, stirring steadily to prevent curdling. Add the cognac. Cool for 10 minutes.

Beat the egg whites until stiff but not dry; fold into the cheese mixture carefully but thoroughly. Turn into a buttered 2 quart souffle dish. Bake 40 minutes or until browned and set.

## Spinach Salad

Use 1/2 lb. fresh spinach. Wash, dry, and tear into bite-size pieces, remove stems. Fry 6 strips of bacon (cut in small pieces), and drain fat. Dry bacon bits on paper towel. Sprinkle spinach generously with garlic powder and 1 teaspoon salt. Mix the whole deal together. Add 3 tablespoons apple vinegar or wine vinegar and mix again, for a change. Add bacon bits, mix and serve at once.

(Note: adjust the olive oil to amount of salad. It should be about a 3:1 ratio to the vinegar.)

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## YOU BE THE GAMEMASTER

## The Computer Crime Puzzle

[The following puzzle was originally printed in PUZZLE-M, the Puzzle SIG of Mensa. It was written by the PUZZLE-M editor, John Knoderer. He teaches the fifth grade, I don't. I have trouble teaching my cat to stay off the table.]

One day, after lunch, I returned to my fifthgrade classroom to find that someone had completely reprogrammed my computer so that every student in my class had perfect scores on record. Eleven of my students had the opportunity and the knowledge to perform this feat. So I decided to ask who it was that had done it. These are the answers that I received: (in order)

LINDA: "Sheila did it or Tammy did it."

PAM: "Linda did it."

PATTY: "Both of them are lying."

PAUL: "Neither Tammy nor I are guilty."

KIM: "I did it."

FRED: "Tammy did it."

TAMMY: "Kim is a liar."

JOHN: "It was not any of us boys."

RHONDA: "Only one of the boys is telling the truth."

BECKY: "No, only one of the boys is a liar."

SHEILA: "Pam and Kim are both liars."

The only thing that I could get out of the computer afterward, was that only 3 of my students were telling the truth. Can you please tell me who did it?

No matter what is said on the other side of the page, this is:

# THE PUZZLE PAGE (CONTINUED)

And this section really is:

## YOU BE THE GAMEMASTER

[Thanks to Bernie Oaklyn for this month's entries.]

Adjudicate the following moves. Assume no other units involved.

1. ITALY: A Tun-Syr, F EMed C A Tun-Smr, F Ion C A Tun-Smr

AUSTRIA: A Alb -Syr, F Aeg C A Alb-Syr, F Gre C A Alb-S

2. ITALY: A Tun-Apu, F Ion C A Tun-Apu

TURKEY: F Aeg S F EMed-Ion, F EMed-Ion

Name the retreat path possibilities for the defeated Italian fleet Ionian.  
(Answers to the puzzle and You Be The Gamemaster next month.)

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Reynolds  
ap

[Some months back, Dave submitted an article on "U" and "non-U" people. He attributes this concept to Nancy Mitford.]

My own similar observations, made over several years are as follows:

- 1) Never trust anyone who gives his name as first initial, middle name, surname, as in G. Gordon Liddy. (Such people have not yet resolved their growing-up problems.)
- 2) Never trust anyone who gives his name, over the phone or face-to-face, as Mr. So-and-so (or Mrs or Miss). Only low-level people give themselves titles.
- 3) Be cautious about people with moustaches. Some are okay, some not.
- 4) Ditto, ditto, about people who wear bow ties.
- 5) Be circumspect with those who make a big thing about Jr or III after their names--unless, of course, confusion with their father could genuinely arise.
- 6) (A tentative rule) Never trust a man who admits to playing Diplomacy.
- 6A) Never trust a man who does not play poker.
- 7) Beware of the salesman who tries to get on first-name terms too fast.
- 8) Handle gently those who wear badges in their lapels (unless aged 16 or under). If the badge is a U.S. (or other national) flag, absolutely they intend to lie to you.
- 9) Those who wear batteries of pens and pencils in their shirt pockets are expressing an innocent pride in their ability to read and write, and further competence should not be expected.

[What are your rules?]

## MONTHLY HOROSCOPE

Virgo (born Aug 23 to Sept 22)

Virgo is the Zodiac sign of the virgin. In addition to being an imposter, you are busy, well organized but over-attentive to details. You are tactless and critical, and like to tell everyone else how to do things. This leads to ostracism, hard words, and occasional lipsplitting. It is difficult to understand how you lost your virginal standing.

## THE PRESS GAME

## SPRING 1902: LEADERLESS LIMEYS LOSE ARMY IN FJORDS

AUSTRIA Watson (4): A Ser\* S F Tri-Alb\*, A Vic\* S A Bud-Tri\*

ENGLAND Winter (4): NRR F Eci\* H, F Nwg\* H, F NthS\* H, A Nwy H /d/ annihilated

FRANCE Schlickbernd (6): F Por-MAO\*, F Mar-Spa(sc)\*, F Bre-Eng\*, A Par\*-Bur,

A Bel-Bur /d/ R(Pic,OTB)\*, A Spa-Gas\*

GERMANY Reges (5): F Den\* H, F Kie-Hol\*, A Mun\*-Bur, A Ruhr\* S A Hol-Bel\*

ITALY Reynolds (4): F Nap-Tyn\*, F Gre\*-Bul(sc), A Tyo-Boh\*, A Rom-Ven\*

RUSSIA Fiack (5): A Fin\* S &amp; F StP(nc)\* S F Swe-Nwy\*, F Sev S TUR A Rum H, A War-Gal\*

TURKEY Hunt (5): F Bul(sc) § &amp; F Con\* S F Smy-Aeg\*, A Rum\* S F Bul(sc), A Arm-Smy\*

Fall 1902 due September 7 at my Los Angeles address. I received a change of address from Fred but no orders. His new address is: 2Lt Fred C. Winter, 393-54-1972, Box 2500, Ft. Benning, GA 31905.

## THE PRESS

ST. PETERSBURG: Russian officials announced a new cultural exchange program had begun with Germany. It was reported that HELMET'S HERMITS would begin the program. Their newest record "Do It To Freddy" is scheduled for release in the next 6 weeks.

ANKARA: Woe to him, Who tongue-tied be, Glib words unspoken, Lost in obscurity, Short press is on, Twice pressed Turkey.

PALERMO, SICILY (13 October 1901)(Multilingual Oatburger Press): Our star reporter, Ralph Groop (who has emerged from semi-retirement to cover the new war), was one of dozens of correspondents who converged today on the Palermo Home for the Morally Decrepit (whence Dansk Whoreton, Erica der Hymen, and Brucehilda Slimbuns are on Leave of Absinthe). Interviewing a cackling old crone was never to Ralph's taste (especially while she's drooling into her pottage), but there was no doubt that Princess Lucretia di Borgia's claim that she had poisoned the late Archduke of Austria was the story of the hour.

"Have an apple, dearie?" Old Lucy's tooth wobbled precariously as she smiled (?) and drew a delicious-looking pippin from a boiling cauldron. A tentacle whipped out of the pot and tried to grab the apple, but Lucy beat it back with her cast-iron spoon.

Avoiding the question (and the apple), Ralph got right to the point. "Did you really poison the Archduke?"

"Well, it sure wasn't Miz Lillian, I can tell you that, sonny!" Lucy chomped on the apple, gasped, gagged, and turned into a purple toad. The interview was obviously at an end.

AJACCIO, CORSICA (15 October 1901)(M.O.P.): The whole island is buzzing with the news that the dread Brucehilda Slimbuns landed here last week, proclaimed herself Empress of France, and took off in a gold-plated dinghy for Marseilles. Judging from the blatherskite emerging from the Parisian Press, she has by now made it to the throne. And Germany still doesn't know whom to insult??? Stay tuned to this news service, which will bring to your lustfully beady eyes all of the depravity and other slime to which this game is about to sink.

[Multilingual Oatburger Press is not written by any of the players.]

In the unlikely event that Fred misses again, I'm asking Konrad Baumeister to submit standby orders for England.

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1977CW NEW GM TAKES OVER (IF YOU CAN CALL THE FANGMASTER NEW)

AUTUMN 1905: Germany NRR A Der R OTB

WINTER 1905: AUSTRIA (Kirchner) removes A Ukr

ENGLAND (Winter) builds F Lon

GERMANY (Scott) build submitted but now even

ITALY (reese) builds A Ven, F Rom, F Nap

RUSSIA (Michalski) even

SPRING 1906 due to my Los Angeles address on September 7. David thanks the players for their patience. Time constraints have forced him to give up gamemastering for the time being--but hopefully, not Reynolds Rap.



8/10/78

7 6 1 1 GM--John M. Weswig, 2115 NW Elder St., Corvallis, OR 97330  
NEW FRANCE WAVES GOODBYE TO ENGLAND AS END NEARS FOR ALL EXCEPT AUSTRIA

Spring 1908: FF lyo R MAR.

Fall 1908:

AUSTRIA (BEARDSLEY,14): F aeg-ION, A ARM S A SEV S A RUM/ukr, A VIE S A bud-GAL,  
A TYR S A MUN S A boh-SIL, F TYR S F tus-LYO, A PIE S F lyo-MAR, A ven-APU.

vie,bud,tri,ser,gre,rum,sev,con,ank,smy,ven,rom,nap,bul,MAR,MUN--16, build 2.

ENGLAND (McMANUS,2): F ENG \$ A wal/lon (DISL). ~~edl~~, ~~bel~~--0, OUT!!

FRANCE (McMILLIE,7): F WES S F mid-SPAsc, F mar W (DISB), A par-BUR, F BRE-eng,  
A TUN H. bre,par,por,spa,tun,~~mar~~,~~mid~~--5, even as 2 short after F08.

GERMANY (KAHAN,5): A LPL S F lon-WAL, F BEL H, A RUH/kie, A BER/kie.  
ber,kie,hol,lon,lpl,BEL--6, build 1.

RUSSIA (SMITH,6): F nth-EDI, A sil \$ ga ber-mun (NSO,DISL), A gal-BOH, A nwy-STP,  
A MOS S A UKR H. stp,mos,war,swe,nwy,den,EDI--7, build 1.

COA!!! Shelden Kahan is now at 3915 1/2 Fredonia Dr., LA 90068

A vote for a concession to Austria has been requested, and are due with the next set of orders. No vote will count as a "NO" vote, and the vote must be unanimous to pass. W08 & S09 orders are due before 7pm PDT on 5 Sep 78. Be sure to send them as the vote may not pass.

WESWIG 78-1 GM--John M. Weswig, 2115 NW Elder St., Corvallis, OR 97330

I THINK I SEE A STAB OR THREE AS THIS GAME GETS STARTED. TSK, TSK.

Spring 1901:

AUSTRIA (OAKLYN,3): A vie-BUD, A bud-SER, F tri-ALB.

ENGLAND (KEHRER,3): A lpl-EDI, F edi-NWG, F lon-NTH.

FRANCE (BEAMER,3): A par-PIC, F bre-MID, A mar-SPA.

GERMANY (MICHALSKI,3): F kie-HOL, A ber-KIE, A mun-BUR.

ITALY (CUSACK,3): A ven-PIE, A rom-VEN, F nap-ION.

RUSSIA (SCHNEIDER,4): F stpsc-BOT, A war-GAL, A mos-UKR, F SEV/bla.

TURKEY (BURCE,3): A con-BUL, A smy-CON, F ANK/bla.

COA!!! John Michalski is now at Rt 10 Box 526Q, Moore, OK 73165.

Press:

BERLIN-PARIS: Germany will attempt to patrol the Trans-Rhine neutral zone and verify France's peaceful intentions.

VIENNA: With no answer to communiques concerning the neutrality of the Aegean Sea, the Austrian Emperor, Bernie Beheadsalt, personally mounts his great WHITE steed, charged with the LIGHT, and engages Lord Michael at his side, and moves swiftly to defend the lovely peoples of the islands off the coast of Greece. "Let The Ottoman tear down those thatch huts I built for the peasants," Beheadsalt was heard muttering, "Never! Never!" Then, with one foot in the stirup and the other in the grave, the Emperor slipped onto his horse, quickly slipped off again, and announced the charge. "Go into battle with the troops! Why, that's suicide. Just wanted to put on a show for them. Now, for a nice boat trip." And Beheadsalt slipped off towards Albania with his water skis tucked under his armpits.

F01 orders are due before 7pm on 5 Sep 78.



## DARKOVER

GAMEMASTER: Rod Walker, "ALCALA", 1273 Crest Drive, Encinitas, CA 92024

SULTAN OFF SNIFFING POPPIES AS ITALY STEAMS TOWARD LEPANTO. PEACE ON THE WESTERN FRONT: MAYBE IT AIN'T ALL QUIET! TSAR ASSAULTS THE CARPATHIANS AND FINNISH LAKES.

AUSTRIA (Berch): A Bud-Sev, A Vie-Tri, F Tri-Alb

ENGLAND (Hendrix): F Edi-Nrg, F Lon-Nth, A Lpl-Yor

FRANCE (Stevens, COA: 2023 Caton Ave., #20, Brooklyn, NY 11226) F Bre-Mid, A Mar-Spa, A Par-Gas

GERMANY (Burce): A Ber-Kie, A Mun-Ruh, F Kie-Den.

ITALY (Price): F Nap-Ion, A Rom-Apu, A Ven-Pie

RUSSIA (Hightower): A Mos-Ukr, A War-Gal, F StP(sc)-Fin, F Sev H. Note: Address is on E Reynolds Rd., #50.

TURKEY (Shreve): NMR. Orders per HR 12c: A Con-Bul, F Ank-Con, A Smy H.

I have General Orders on file for Austria only. I have no tentative Fall 1901 orders on file. Other notes to the players: On Press Releases, please see H.R. 10. If we have some worthwhile material, maybe Don will keep on printing us in the main 'zine. [I intend to.]

Fe: H.R. 29. It's been suggested votes be held in secret. It's my policy to duplicate FTF play insofar as possible in the postal context. In a FTF game, secret proposals for draw/concessions, and secret votes on same, are not likely to occur; are virtually impossible, in fact, I agree that this procedure would create all sorts of interesting diplomatic fireworks; however, H.R. 29 was written because I intended; and still intend, to forbid the procedure requested.

Add: H.R. 301. (That's "L", not "one".) The disruption of a convoy will not cause the convoyed attack to fail if the attack is otherwise legal under the first sentence, third paragraph, Rule VII.1.

HR Example 8:

ENGLAND: F Edi-N h, F Lon S F Edi-Nth.

FRANCE: A Hol-Bel, F Nth C A Hol-Bel.

The French F Nth is dislodged. A Hol-Bel still goes. If, in this example, GERMANY had ordered a Ruh-Bel, then there would be a standoff.

Fall 1901 due September 5. Standby orders for Turkey requested from: James McCall, c/o H.S.Gillette, Les Cheneaux Club, Cedarville, Mich 49719.

## MENSA 8

FALL 1902: HANG IN THERE SWEDES! HAVE THE GERMANS AND ITALIANS ELOPED?

AUSTRIA Funkenbusch (5): F Adr-Apu\*, A Tri\* S A Tyo-Ven\*, A Mos\* H, A Rum-Ser\*

CENTERS: Home, ~~Wag~~, Rum, MOS, VEN, SER (7) build 2

ENGLAND Young (3): F Nwg-Bar\*, F Nth\*-Hol, A Nwy\*-Swe CTRS:Home,NWY (4) build 1

FRANCE Bassett (6, 1 short): F MAO-Spa(sc)\*, A Mar-Pie\*, A Bur\* S A Pic-Bel\*,

A Mun\* S RUS F Bal-Ber NSO CENTERS: Home, Por, Bel, Mun, SPA (7) build 2

GERMANY Koenig (4): NMR F Kiel\* H, A Ber\* H, A Hol\* H, A Bel H /d/ R(Ruhr,OTB)\*

CENTERS: Kie, Ber, Den, Hol (4) even

ITALY Greenberg (4): NMR F Ion\* H, F Apu\* H, A Tun\* H, A Ven H /d/ R(Tus,Rom,OTB)\*

CENTERS: ~~Ven~~, Rome, Nap, Tun (3) remove 1

RUSSIA Compton (3): F Bal\*-Kie, A Fin\*-Swe, A War\* H CTRS:Sev,StP,~~Mos~~,WAR(3)even

TURKEY Straten (4): F Con-Aeg\*, A Bul\* S F Aeg-Gre\*, A Sev\* H CTRS:Home,Bul,GRE(5)ld 1

NEUTRAL: Swe, ~~Spp~~, ~~Nth~~, ~~Sst~~, ~~StP~~ (1)

WINTER 1902 orders due to me at my Los Angeles address on September 7. If all players submit Spring 1903 I will run that as well. Standbys:

For Germany: Konrad Baumeister, 11416 Parkview Ln., Hales Corners, WI 53130

For Italy: Arnold E. Vagts, Jr., 3713 South Parton St., Santa Ana, CA 92707

MOSCOW MONTHLY MONITOR: Perfidious Albion is again rampant. French forces failed again. Dracula go home. Will the Pope decide to awake and fight again.

CLAW & FANG is published monthly by Don Horton, 16 Jordan Ct., Sacramento, CA 95826. Tele (916) 383-4848. Subscription rate is 6 months for \$2.00. Game fee is \$3.00 per game in addition to a subscription. More than twenty games are currently running in C&F--most be inserts to players only to permit the maximum nongame material in C&F. (All inserts are available for an additional 25¢--however, by necessity these can only include the inserts that I send out.) Articles, puzzles, recipes, drawings, etc are solicited from readers. Remuneration is at the rate of \$1.00 credit per published page of material. CLAW & FANG is copyrighted by Don Horton. Diplomacy is copyrighted by Avalon Hill. Fangmaster is copyrighted by R.U.R.

This issue is dedicated to the California condor. The latest census has the population down to 40. Since females only lay one egg every two years the future of this majestic bird species is very bleak indeed.

### A FAIRLY IMPORTANT ANNOUNCEMENT

#### FANGMASTER HEADING FOR FRANCE AGAIN

In his never ending quest for the lightest souffle, the most perfect omelet and the cheapest table wine, the Fangmaster is embarking on a 3 week visit to France. This time he will be accompanied not only by Helpmate but also by Brother-in-law, Sister-in-law, and Nephew. This should set Franco-American relations back to at least the deGaul years. On the other hand, the French may sell so much food and wine that it will usher in an "era of good feeling."

At any rate, this up coming trip will cause a slight adjustment in deadlines. My deadline will be the 7th and Guest GMs the 5th. (Guest GMs who send out their own adjudications have set their own deadlines.) I must have the adjudications from the Guest GMs by the 9th or I can't send them out. (The 8th is better.)

I'm still in Los Angeles during the week so players should send their orders to:

Don Horton, c/o J. E. Shamray, 10614 Le Conte Ave, Los Angeles, CA 90024 (213)474-6121

Sending orders to Sacramento only slows down adjudication and publishing. Guest GMs, on the other hand, should send their material to Sacramento. If you send the adjudications directly to the players, as several of you did this month, let me know how much I owe you. In October everything should be back to normal.

#### DINKICON REMINDER

DinkIcon V will be held 10:00 am, Sunday, August 20 in Holmby Park in West Los Angeles. (The same place as always.) For further information contact Bruce Schlickbernd, 6194 E. 6th St., Long Beach, CA 90803. Phone (213) 431-0486. I will be there.

WHO'S GOING WHERE AGAIN? See above in this issue of  
CLAW & FANG #93 sent your way by  
DON HORTON  
16 Jordan Ct.,  
Sacramento, CA 95826

\_\_\_Your subscription expires this issue.

GUEST GMs sending adjudications directly to the players are: Oaklyn, Funkenbusch, Baumeister, and Boggs, and Forte.

The rest should be here.



Rod Walker  
1273 Crest Dr.  
Encinitas, CA 92024

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